

AMENDMENT TO THE CLAIMS

Claim 1. (currently amended) Method of conducting a game, comprising

- (A) providing a game controller
- (B) said game controller providing a first set of contest elements for the game in which said first set of contest elements includes a plurality of elements having a surface area with playing indicia on the surface area;
- (C) displaying by said game controller all elements of said first set of contest elements to a player of the game;
- (D) permitting the player to select a style of game for matching contest elements, such style selected from the group consisting of:
 - i) matching elements IN ORDER wherein
a selected element matches a randomly produced element in a selected location;
 - ii) matching elements in DISORDER wherein
a selected element matches a randomly produced element in any location, and
 - iii) COMBINATION of matching elements in DISORDER and matching elements IN ORDER; andpermitting the player to select a plurality of elements from said first set of contest elements for play of the selected style of game, wherein the quantity of elements selected by the player corresponds to the number of elements for matching;
- (E) establishing a table of values for matching said selected contest elements, based on the number of elements selected and the style of game selected wherein

said table of values includes

a payout for matching no elements in the DISORDER style of game, and

an extra payout for matching all elements in the selected order in the

COMBINATION style of game;

(F) said game controller providing a sufficient number of additional sets of contest elements, the additional number of sets being equal to the number of elements selected by said player for play of the game, and with each such additional set being identical to said first set of elements;

(G) randomly selecting, by said game controller, one element from each of the additional sets of elements;

(H) comparing said randomly selected elements to the player selected contest elements obtained in Step (D); and

(I) evaluating the number of matched contest elements selected by said player against said table of values.

Claim 2. (previously presented) The method of Claim 1, in which the number of contest elements in said first set is at least ten.

Claim 3. (previously presented) The method of Claim 2, in which said player selects at least two elements from said first set of contest elements.

Claim 4. (previously presented) The method of Claim 3, in which said player selects no more than eight elements from said first set of contest elements.

Claim 5. (canceled)

Claim 6. (previously presented) The method of Claim 1, in which said game controller is selected from the group consisting of:

- a) electronic video game machines;
- b) mechanical game machines;
- c) computers;
- d) hand-held mechanical devices; and
- e) hand-held video devices.

Claim 7. (previously presented) The method of Claim 1, further comprising the steps of:

(J) permitting said player to place a wager on each possible matching outcome according to the style of game selected; and

(K) paying, by said game controller, the player having a winning combination of contest elements, as determined by the table of values according to the player's wager.

Claims 8 - 13. (canceled)

Claim 14. (currently amended) A slot machine comprising:

- (A) game initiating means to initiate a game on the machine;

(B) display means disposed to display the game being played on the machine wherein said display means is arranged to display a plurality of elements having indicia, each indicia being associated with a symbol; and

(C) game control means responsive to the initiating means to control the playing of the game, wherein the control means permits a player to select a style of game to be played based on matching elements IN ORDER wherein a selected element matches a randomly produced element in a selected location, in DISORDER wherein a selected element matches a randomly produced element in any location, or COMBINATION of matching elements in DISORDER and matching elements IN ORDER and said control means permits the player to select a number of elements to play in said style of game, said control means randomly selects an equal number of elements and compares the indicia on the player selected elements to the indicia on said randomly selected elements and awarding a prize to the player based on a table of values, wherein said table of values includes a payout for matching no elements in the DISORDER style of game, and an extra payout for matching all elements in the selected order in the COMBINATION style of game, in the event that one or more player selected elements ~~matches~~ said randomly selected elements obtains a winning line according to said table of values.

Claim 15. (original) The slot machine of Claim 14, wherein the display means comprises a touch sensitive video screen and the player selects indicia by touching areas of the screen on which the selected indicia are displayed.

Claim 16. (original) The slot machine of Claim 14, including buttons indicating grid reference on the display such that indicia positions may be selected by the player pressing buttons.

Claim 17. (original) The slot machine of Claim 14 wherein the display is a mechanical or electromechanical device.

Claim 18. (original) The slot machine of Claim 14, wherein the display means is a set of rotatable reels.

Claim 19. (currently amended) An electronic system for playing a slot machine game having a plurality of play options wherein a win or a loss is determined after each play of the game, the system comprising:

(A) a game enclosure, the enclosure including a player interface means for at least one player to physically interact with the system;

(B) bet value entry means for generating a bet value signal to the system, the bet value signal representing an amount of a bet placed by a player;

(C) player display means for visually indicating to the player a set of elements having indicia thereon;

(D) first player selection means for selection by the player of a style of game to be played based on matching elements IN ORDER wherein a selected element matches a randomly produced element in a selected location, in DISORDER wherein a selected element matches a randomly produced element in any location, or COMBINATION of matching elements in DISORDER and matching elements IN ORDER; and second player selection means for selection by the player of a plurality of elements from said set of elements;

(E) game control means responsive to said first and second player selection means, wherein said control means randomly selects from the set of elements having indicia thereon ~~an~~ equal a number of elements equal to the number of elements selected by said player from said set of elements; and

(F) processor means for comparing the indicia on said player selected elements to the indicia on said randomly selected elements and awarding a prize to the player based on a table of values, wherein said table of values includes a payout for matching no elements in the DISORDER style of game, and an extra payout for matching all elements in the selected order in the COMBINATION style of game, in the event that one or more player selected elements ~~matches said randomly selected elements~~ obtains a winning line according to said table of values, the processor means being electrically connected to the player display means, to the player selection means, to the bet value entry means, and to the game control means.

Claim 20. (previously presented) The method of claim 1, wherein the step of permitting the player to select a plurality of elements from said first set of contest elements for play of the selected style of game further comprises enabling the player to repeat the selection of any element as often as desired up to the limit of the number of elements to be selected only if the style of game is to match elements IN ORDER.

Claim 21. (previously presented) The method of claim 7, wherein

the number of wagers is equal to the number of elements selected when the style of game is to match elements IN ORDER;

the number of wagers is equal to one more than the number of elements selected when

the style of game is to match elements in DISORDER; and

the number of wagers is equal to two more than the number of elements selected when
the style of game is to match elements in COMBINATION of matching elements in DISORDER
and matching elements IN ORDER.